

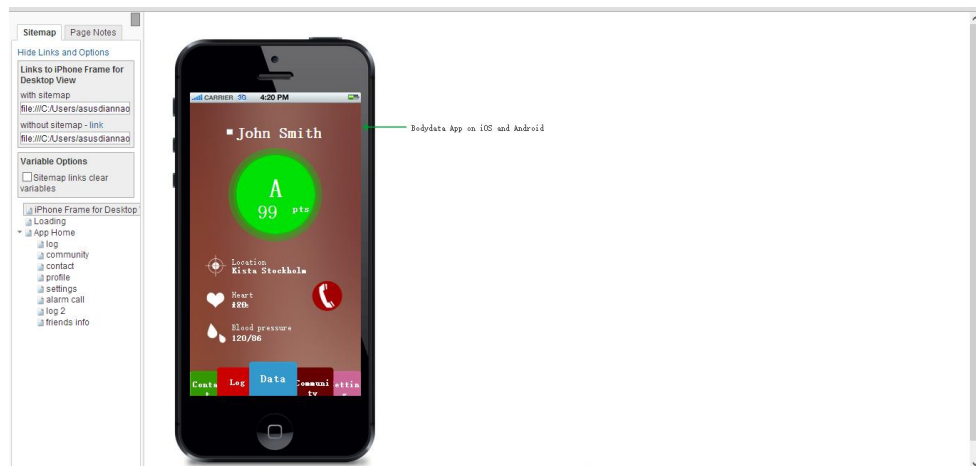
本周工作总结

2013.12.15

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本周总结：

1. 继续推进交互方法论课程的 project，基于 web 网页模拟实现了课程 project 的交互原型，能够实现以鼠标点击与拖拽而模拟的手机端触摸与滑屏的效果。并基于 web 端易传播的特点，进行了用户测试。



2. 阅读以下文章并撰写综述：

- [1] G. D. Magoulas, G. Lepouras, C. Vassilakis, Virtual reality in the e-Society, <http://www.sdb.s.uop.gr/files/editorial-vr-spec.pdf>
- [1] G. D. Magoulas, G. Lepouras, C. Vassilakis, Virtual reality in the e-Society, <http://www.sdb.s.uop.gr/files/editorial-vr-spec.pdf>
- [2] CG Reddick, Citizen interaction with e-government: From the streets to servers, <http://academic.udayton.edu/grantneeley/MPA%20512/citizen%20interaction%20with%20e-government.pdf>
- [3] Alexander Osterwalder, THE BUSINESS MODEL ONTOLOGY A PROPOSITION IN A DESIGN SCIENCE APPROACH, <http://www.stanford.edu/group/mse278/cgi-bin/wordpress/wp-content/uploads/2010/01/TheBusiness-Model-Ontology.pdf>
- [4] Alexander Osterwalder, Yves Pigneur, An e-Business Model Ontology for Modeling e-Business, http://student.bus.olemiss.edu/files/conlon/Others/Others/_BookChapter_SocialMESia_EBusiness/An%20e-Business%20Model%20Ontology%20for%20Modeling%20e-Business.pdf

下周计划：

1. 对于方法论的 project，将基于已有的 web 原型进行测试改进，初步进行手机端功能的实现。
2. 继续阅读虚拟社会相关课题的论文并完成综述。